

Kindergarten New Math Core Compared to the Old Math Core
DRAFT 9.10.07

Common to Both (Based on New Language)	New Core Only	Old Core Only
<p>Standard I: Students will understand simple number concepts and relationships.</p> <p>Objective 1: Identify and use whole numbers up to 30.</p> <ul style="list-style-type: none"> • Represent whole numbers using concrete, pictorial, and symbolic representations. • Order a set of up to ten objects. • Use one-to-one correspondence when counting a set of objects and develop a strategy for keeping track of counted and uncounted objects. 	<ul style="list-style-type: none"> • Use ordinal numbers from first to tenth to identify the position of the object in the chosen order. <p>Extension:</p> <ul style="list-style-type: none"> • Whole numbers up to 30 	<ul style="list-style-type: none"> • Manipulate objects to demonstrate and describe multiple ways of representing a number.
<p>Objective 2: Identify and use simple relationships among whole numbers up to 30.</p> <ul style="list-style-type: none"> • Estimate quantities in a set of objects using multiples of 10 as benchmark numbers. • Compare sets of objects and determine whether they have the same, fewer, or more objects. 	<ul style="list-style-type: none"> • Compose and decompose quantities to establish a relationship between the parts and the whole. • Recognize 5 or 10 as a part of the part-whole relationship of numbers. 	
<p>Objective 3: Model, describe, and illustrate meanings of addition and subtraction for whole numbers less than ten.</p> <ul style="list-style-type: none"> • Demonstrate the joining and separating of sets of objects to solve problems. • Describe the joining or separating of sets with informal language when using models. • Record pictorially the results from joining or separating of sets. 		
<p>Standard II: Students will sort and classify objects as well as recognize and create simple patterns.</p> <p>Objective 1: Identify, sort, and classify objects according to common attributes.</p> <ul style="list-style-type: none"> • Sort objects into groups by attribute and identify which attribute was used. • Describe multiple ways to sort and classify a group of objects. 		

<p>Objective 2: Identify, duplicate, describe, and extend simple repeating and growing patterns.</p> <ul style="list-style-type: none"> Identify and describe simple repeating patterns with numbers and shapes. Duplicate and extend simple repeating patterns with numbers and shapes. 	<ul style="list-style-type: none"> Describe simple growing patterns with shapes. Identify simple patterns in the environment. <p>Extension:</p> <ul style="list-style-type: none"> Duplicate and extend simple repeating patterns with <i>numbers</i>. 	<ul style="list-style-type: none"> Count backward from 10 to 0. Predict what comes next in a n established pattern and justify thinking.
<p>Standard III. Students will understand basic geometry and measurement concepts as well as collect and organize data.</p> <p>Objective 1: Identify and create simple geometric shapes and describe simple spatial relationships.</p> <ul style="list-style-type: none"> Identify, name, describe, and draw circles, triangles, rectangles, and squares in various sizes and orientations. Combine shapes to create two-dimensional objects (e.g., using a triangle and square to create a picture of a house). Use words to describe position and distance. 	<ul style="list-style-type: none"> Investigate two- and three-dimensional shapes including hexagons, trapezoids, spheres, cubes, and cones. <p>Extension:</p> <ul style="list-style-type: none"> Basic shapes in <i>various sizes and orientations</i>. 	<ul style="list-style-type: none"> Recognize circles, triangles, rectangles, and squares in the students' environment. Visualize how to fit a shape into a design.
<p>Objective 2: Identify and use measurable attributes of objects and units of measurement.</p> <ul style="list-style-type: none"> Identify clocks and calendars as tools that measure time. Identify a day, week, and month on a calendar and name the days of the week in order. Identify pennies, nickels, dimes and quarters as units of money. Compare two objects by measurable attributes (i.e., length, weight) and order several objects by measurable attributes (i.e., length, weight). 		<ul style="list-style-type: none"> Find the length of an object using nonstandard units. Name the days of the week in order. Sort pennies, nickels, dimes, and quarters (should be included as part of instruction for II.2.a).
<p>Objective 3. Collect and organize simple data.</p> <ul style="list-style-type: none"> Pose questions and gather data about self and surroundings. Organize data obtained from sorting and classifying objects. 		<ul style="list-style-type: none"> Represent data in a variety of ways. Determine the likelihood of events. Describe events encountered in books read as possible or not possible. Describe events as likely or unlikely.